

# Global Affective Computing Market Survey and Trend Research 2018

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## Abstracts

### Summary

Affective computing (also known as artificial emotional intelligence, or emotion AI) is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects. It is an interdisciplinary field spanning computer science, psychology, and cognitive science. While the origins of the field may be traced as far back as to early philosophical inquiries into emotion (“affect” is, basically, a synonym for “emotion.”), the more modern branch of computer science originated with Rosalind Picard’s 1995 paper on affective computing. A motivation for the research is the ability to simulate empathy. The machine should interpret the emotional state of humans and adapt its behavior to them, giving an appropriate response for those emotions.

This report describes the development of the industry by upstream & downstream, industry overall and development, key companies, as well as type segment & market application and so on, and makes a scientific prediction for the development industry prospects on the basis of analysis, finally, analyzes opportunities for investment in the industry at the end of the report.

### Industry Chain

Raw Materials

Cost

Technology

## Consumer Preference

### Industry Overall:

History

Development & Trend

Market Competition

Trade Overview

Policy

### Region (North America, Europe, Asia-Pacific, South America, Middle East, Africa):

Regional Market

Production Development

Sales

Regional Trade

Regional Forecast

### Company (IBM, Microsoft, Eyesight Technologies, Affectiva, gestigon GmbH , gestigon GmbH , Crowd Emotion, Beyond Verbal, nViso, Cogito Corporation, Kairos etc.):

Company Profile

Product & Service

Business Operation Data

Market Share

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Investment Opportunity

Investment Calculation

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